Action icons

An action that the active player **may** take.

An action that all the characters on the active player's *Terrain* card **must** get involved in.

This action has already been performed and may not be taken again from the *Terrain* card this *Permanent Event* card is attached to.

The related effect **may** be applied only during an action of this type.

The related effect **must** be applied during an action of this type.

This action may not be taken unless all conscious characters are involved.

During the Draw step of the action, you must draw at least X cards from your Action Deck.

During the Result step, you must take into account at least X successes for the action to succeed. Otherwise, it fails.

The active player may take into account the successes on, at most, X revealed cards.

Actions

- Move / Backtrack
- Swim / Sail
- Go see / Visit
- Pathfind
- Find my bearings
- Run / Flee
- Spot / Observe
- Search
- Examine
- Fight
- Cast a spell
- Read / decipher
- Be stealthy / Hide
- Dodge
- Jump / Balance
- Eat / Drink
- Cure / Heal
- Rest
- Pull / Push / Lift
- Climb
- Dig
- Take / Handle
- Craft / Repair
- Open / Pick lock / Close
- Think / Compose yourself
- Listen
- Greet
- Speak
- Convince / Negotiate
- Offer / Coax / Tame
- Hunt
- Target / Aim / Throw
- Saw / Cut
- Play music
- Perform
- Wait / Do nothing

Consequences of actions

The active player may add up to X cards revealed during the Result step to their hand.

The active player may randomly take up to X cards from their Discard Pile and shuffle them back into their Action Deck.

The active player must discard X cards from the top of their Action Deck.

The active player loses X life points.

The active player ignores up to X.

Take a card bearing this number from the Adventure Deck (green by default; gold only if no green card is available). If it is not available, first return all the cards in the Past, unless the ◇ icon can be seen to the right of the numbox.

There are possibly multiple versions of this card (bearing the same number).

One of them is linked to a specific scenario – or card – and **must be taken over any other** if you are playing the corresponding scenario or if you have a card with the same pictograph.

Read the corresponding chapter in the Dialogue Book.

Move the die to the next row (setting it to a value equal to the action's difficulty). If there are multiple arrows next to the die icon, move the die one row per arrow.

Once it has been resolved, discard this *Exploration* card and replace it with an *Adventure* card that belongs there.

+X /–X
+X /–X
+X /–X
+X /–X

Increase by **X** / decrease by **X** the value of the corresponding tracker on the *Community* page of the Citadel leaflet.

Creatures' traits

Ambush
Skip the first Gear up step.

Tough X
During each Result step, ignore **X** successes taken into account.

Unsettling X
During the action, the active player may not apply the effect(s) of more than X cards.

Evasive X
During each Draw step, for every 3 cards you draw: .

Regenerate X
If the action fails, after applying its consequences, increase the die's value by X (**max. 6**).

Reach X
During each Consequence step, if the action fails, one random involved character must .

Brutal
During each Consequence step, if the action fails, roll a die. If you roll a 1, **block** 1 selected card with the keyword **ARMOR** and/or **SHIELD**. If you roll a 2, **block** 1 selected card with the keyword **WEAPON** and/or **SECONDARY**.

Epic
If several characters are involved in the action, none may be the active player two turns in a row.

Icons

DECKS

Action cards

Adventure cards

Exploration cards

CARD TYPES

A *Skill* card in your hand.

A card representing an item, state, companion, etc.

You may not choose to discard this card or give it to another player.

An item's weight (equal to **X**).

A *Quest item* card common to all characters.

A *World Map* card that must be inserted into the World Map.

A *Global event* whose effects apply to the whole Board.

A *Temporary event* that must be resolved immediately.

A *Permanent event* that must be put into play, oriented in the same way as the other cards on the Board, with its placement arrow pointing to the *Terrain* card your figure is standing on. It is thus said to be "attached" to that *Terrain* card.

ACTIONS

An action that the active player **may** take.

An action that all the characters on the active player's *Terrain* card **must** get involved in.

This action has already been performed and may not be taken again from the *Terrain* card this event is attached to.

The related effect **may** be applied only during an action of this type.

The related effect **must** be applied during an action of this type.

An action all conscious characters must be involved in.

The default cost of the action, i.e. the minimum number of cards to be drawn to perform the action.

During the Result step of the action, the active player may take the successes shown on no more than X revealed cards into account, where X is equal to the default cost of the action.

The difficulty of the action, i.e. the minimum number of successes (full gold stars) you must obtain for the action to succeed.

Consequences that must be applied if the action succeeds.

Consequences that must be applied if the action fails.

ACTION CONSEQUENCES AND IN-GAME EFFECTS

The active player may add up to X cards revealed during the Result step to their hand.

The active player may randomly take up to X cards from their Discard Pile and shuffle them back into their Action Deck.

The active player must discard X cards from the top of their Action Deck.

Lose X life points.

Cancel up to X.

Take a card bearing this number from the Adventure Deck (green by default; gold only if no green card is available). This icon is referred to as a "numbox". If no corresponding card is available and there is no icon to the right of the numbox, first **return** all the cards in the Past.

There are possibly multiple versions of this card (bearing the same number). One of them is linked to a specific scenario – or card – and must be taken over any other if you are playing the corresponding scenario or if you have a card with the same pictograph.

Read the corresponding paragraph in the Dialogue Book.

Move the die to the next row (setting it to a value equal to the action's difficulty). If there are multiple arrows next to the die icon, move the die that many rows down.

Once this card has been resolved (and discarded, returned, banished, etc.), replace it with an *Adventure* card that belongs there.

Situational icons used for some rare in-game effects.

+/–X Increase by X / decrease by X the corresponding score on the *Community* page of the Citadel leaflet.

CARD EFFECTS

During the Draw step, the active player may draw **up to** X fewer cards.

During the Draw step, the active player **must** draw X additional cards.

During the Result step, the active player takes 1 success into account.

During the Result step, the active player may take successes on Y additional revealed cards into account.

Class icons, with context-dependent effects.

For each obtained class icon, you get 1 success.

For each obtained class icon, you cancel 1 damage.

You obtain any one of the following: or or or .

You may replace this with any one of the following: or or or .

Glossary

Action Deck: Contains a player's *Action* cards (blue back), which they draw to perform actions.

Active player (p. 10): The player whose turn it is; the one who takes an action.

Advanced Skill (p. 19): A *Skill* card that players can gain when they make progress on the *Destiny* page of the Citadel leaflet, and whose effect(s) may be applied from a player's hand.

Adventure Deck: Contains the numbered *Adventure* cards (green or gold back).

Available (card) **(p. 16):** A card is said to be available when it can be found in its original deck.

Banish (p. 18): To remove a card from play once and for all. The card goes into the game box, behind the "Banished cards" divider.

Block (p. 18): To slip a card under one's *Character* card. A blocked card loses all of its effects until it is unblocked, but its weight must still be taken into account.

Board: The area formed by the *Terrain* and *Permanent event* cards that are in play.

Buildings (page) **(p. 23):** A page of the Citadel leaflet that lists the buildings that may be constructed (through the *Destiny* page) by players, providing them with bonuses.

Class icon (p. 13): An icon that can be converted to obtain additional successes, cancel damage, etc.

Compound action (p. 11): An action usually made up of multiple rows and taking several turns to be finished. It usually ends with a success during the Consequence step of the last action row.

Cost (p. 12): The minimum number of *Action* cards that must be drawn to perform the action.

Destiny (page) **(p. 24):** A page of the Citadel leaflet where players can make progress by spending "Hope reborn!" cards in order to check symbols that unlock powerful bonuses.

Dialogue (p. 18): A numbered paragraph in the Dialogue Book that you must read when a "Read ###" effect instructs you to.

Discard (p. 18): To put an *Action* card (blue back) into one's Discard Pile or an *Adventure* or *Exploration* card into the Past.

Discard Pile: The play area into which you discard your *Action* cards (blue back).

Draw (p. 12): To take the top card(s) of one's Action Deck.

Exploration Deck: Contains the *Exploration* cards (foggy back) that players must resolve to continue exploring the world.

Involved character (p. 10): A character taking part in an action (including the active player).

Keyword (p. 12): A word in capital letters visible at the bottom of cards. During the Gear up step of an action, the active player may not select multiple cards that have the same keyword.

max. X (p. 13): The maximum number of times ("X") you may apply the corresponding effect.

Numbox (p. 16): The dark-green icon in which the number of a card can be seen.

Past: The play area into which players discard *Adventure* (green or gold back) and *Exploration* (foggy back) cards.

Recovery (perform a) **(p. 20):** At any time, you may choose to lose life points to shuffle random cards from your Discard Pile back into your Action Deck.

Reflex Skill (p. 19): A *Skill* card that players can gain when they make progress on the *Destiny* page of the Citadel leaflet, and whose effect is applied when the active player reveals it from their Action Deck during the Result step of an action.

Return (p. 18): To put a card back in its place in its original deck. In the Adventure Deck, sort cards by number – green cards always come before any gold cards bearing the same number, and cards always come before cards bearing the same number.

Reveal: Look at / read the contents of a card.

[selected] (p. 12): When this word can be seen between brackets on a card, you **must** apply the associated effect if you have selected that card during the Gear up step of the action.

Simple action (p. 11): An action that ends immediately after the Consequence step.

Skill (p. 19): A card that the player has in hand.

Success (p. 12): icons needed to successfully perform an action.

Take into account (p. 12): When talking about a card revealed during the Result step, to count the successes shown in the card's result area.

Terrain (p. 17): A card that represents a portion of the Collapsing Lands.

This: Designates the card you are reading.

Trait (p. 23): An effect you must apply when fighting certain opponents. Traits are explained in detail on the *Player aid* page of the Citadel leaflet.

Unconscious (p. 20): A player with 0 life points is said to be unconscious. When they gain 1 or more life points, they regain consciousness.

World Map: The plasticized screen representing the map of the Kel Protectorate as it used to look. It contains invaluable, though often outdated, information about the important places of the world. It can be updated by inserting cards obtained through the *Destiny* page of the Citadel leaflet.

You: As part of an in-game effect, "you" refers to the active player.

SERIOUS POULP

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